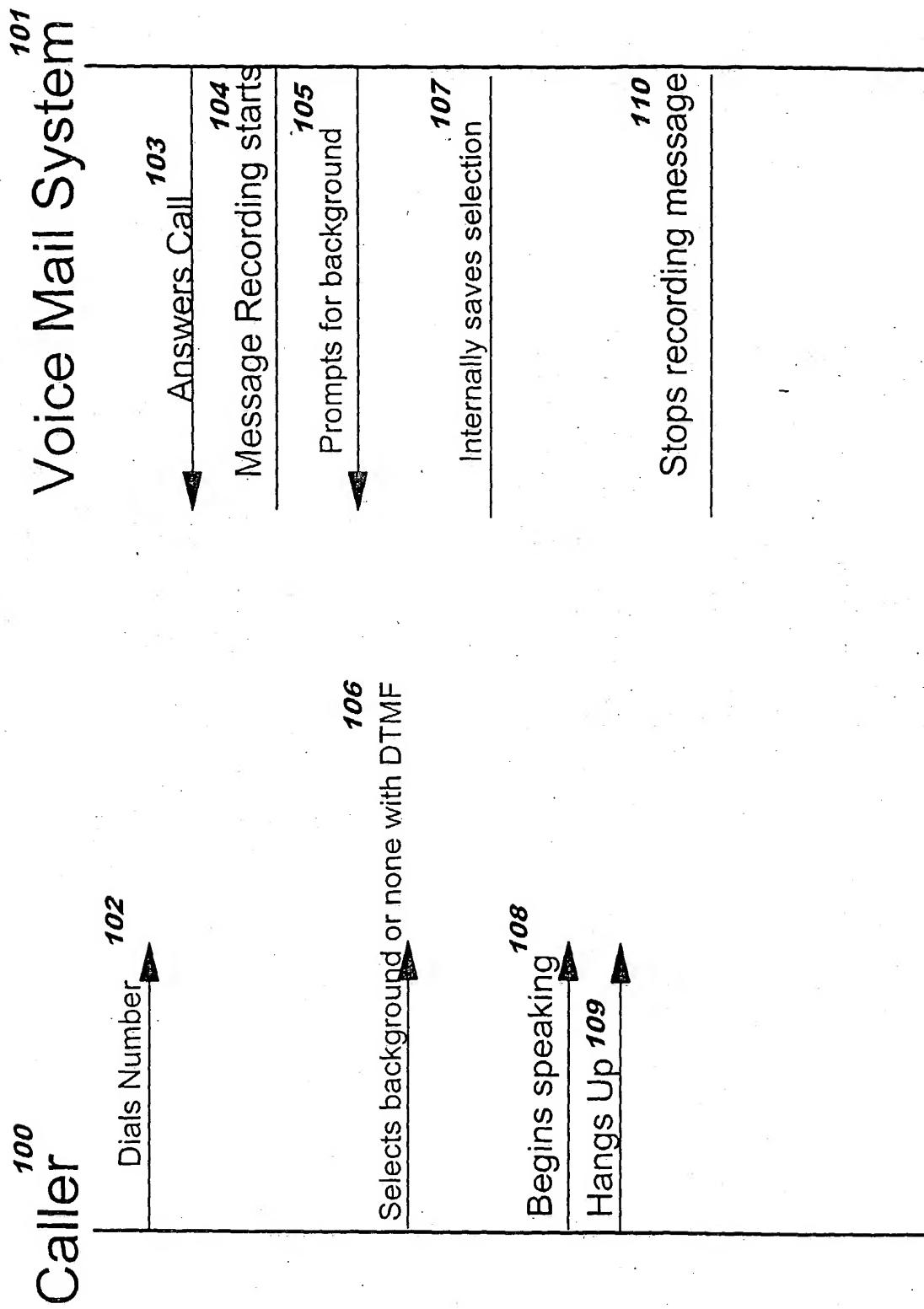
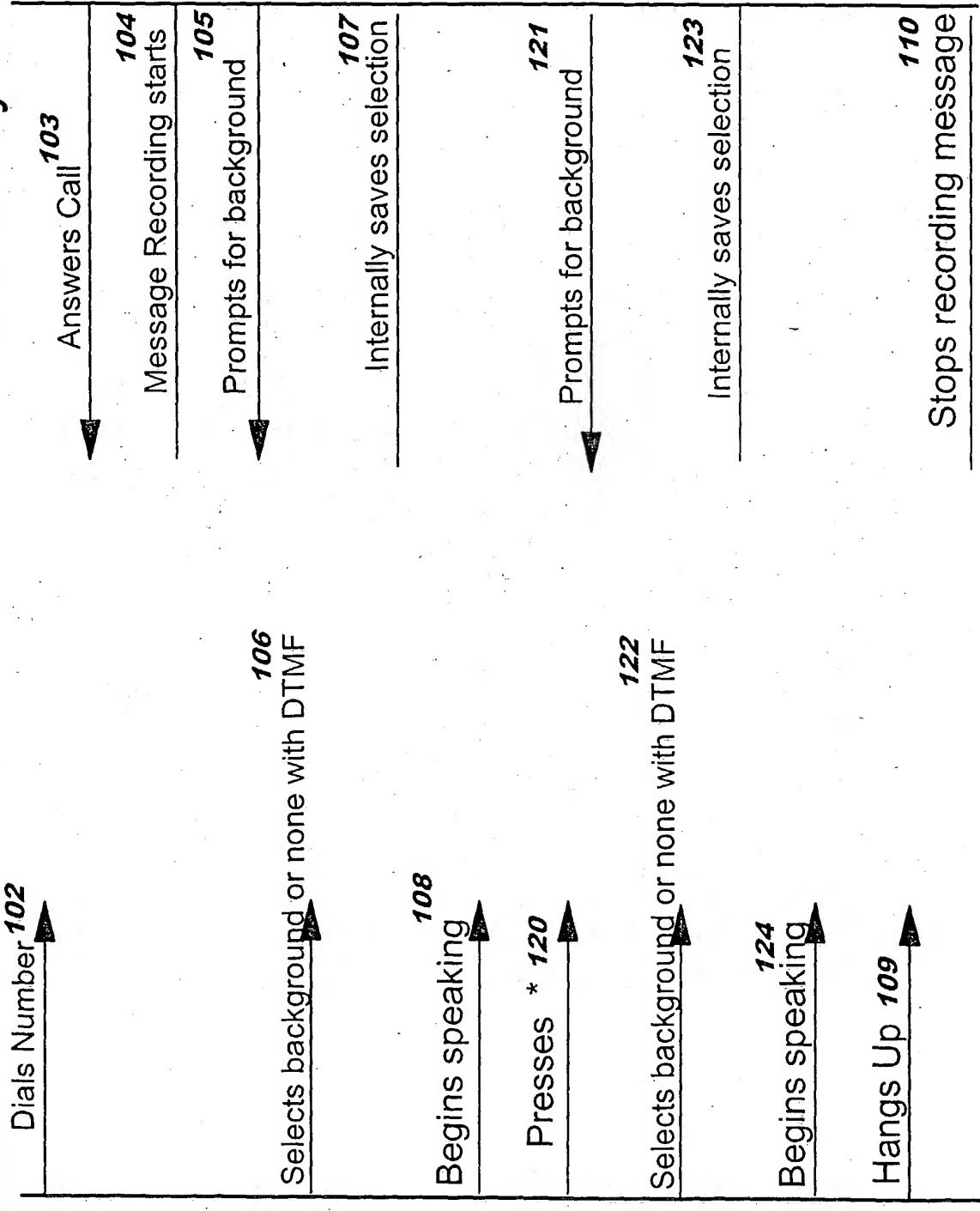
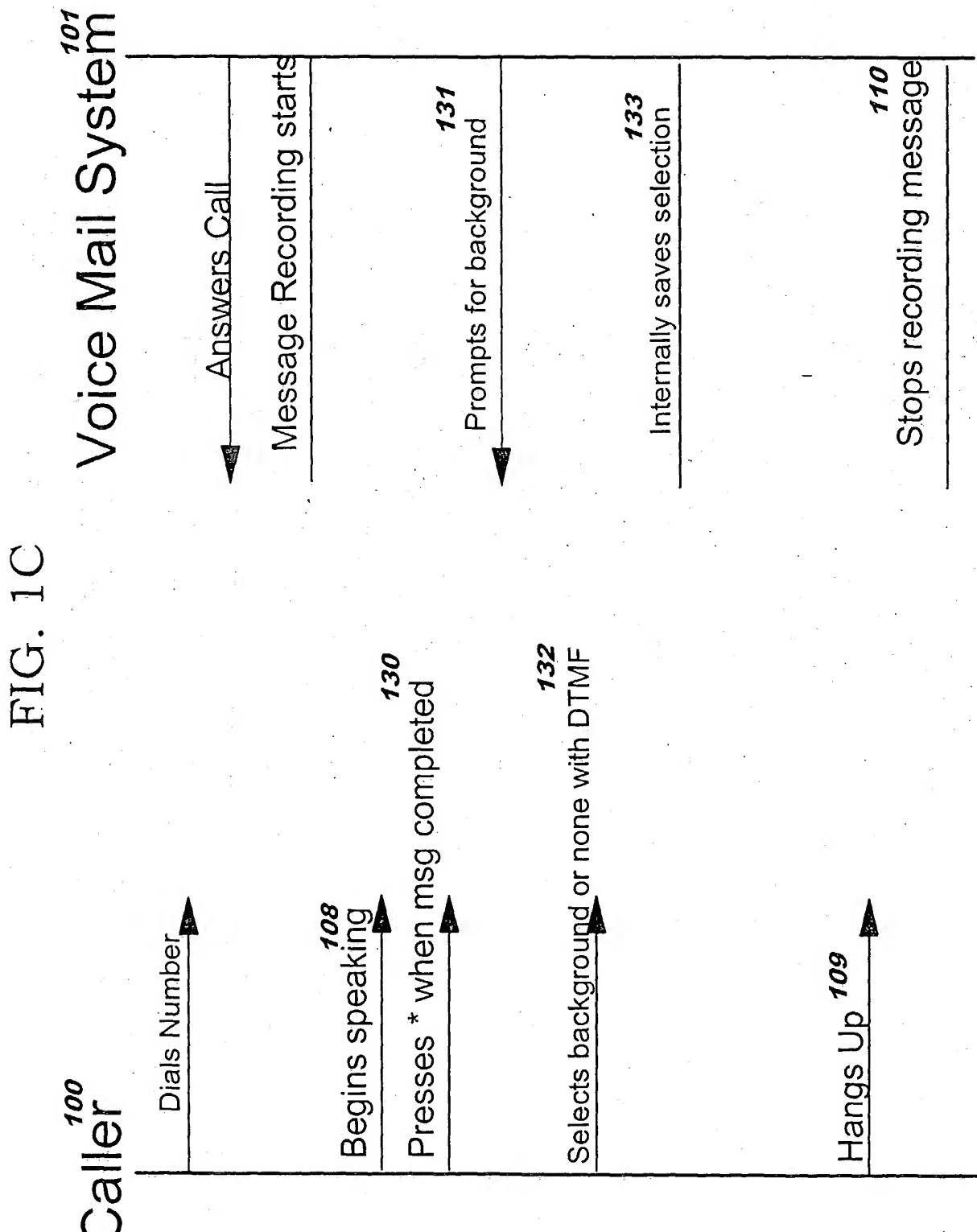


FIG. 1A



**FIG. 1B      Voice Mail System<sub>101</sub>**





Caller 100

FIG. 1D Voice Mail System<sub>101</sub>

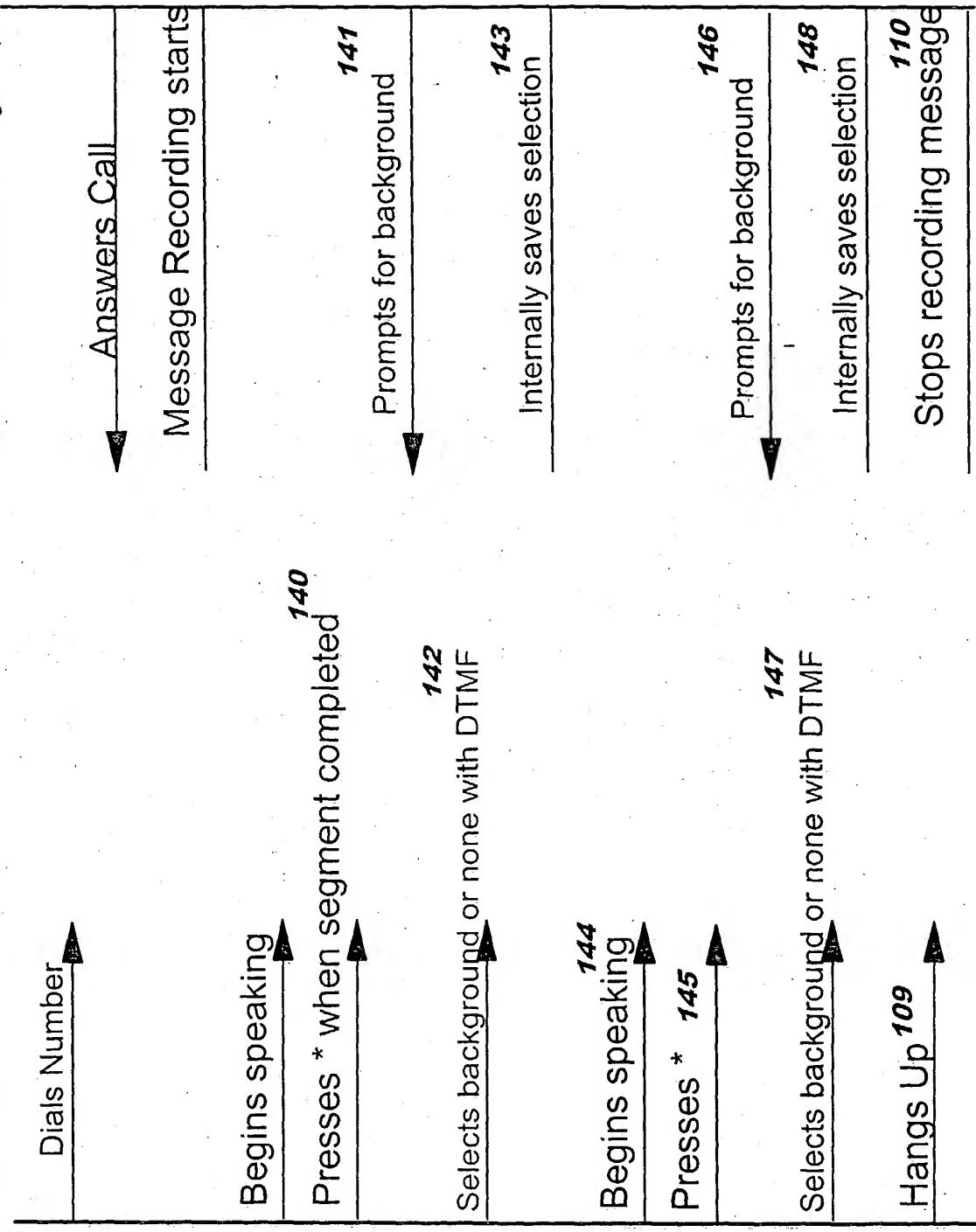


FIG. 1E

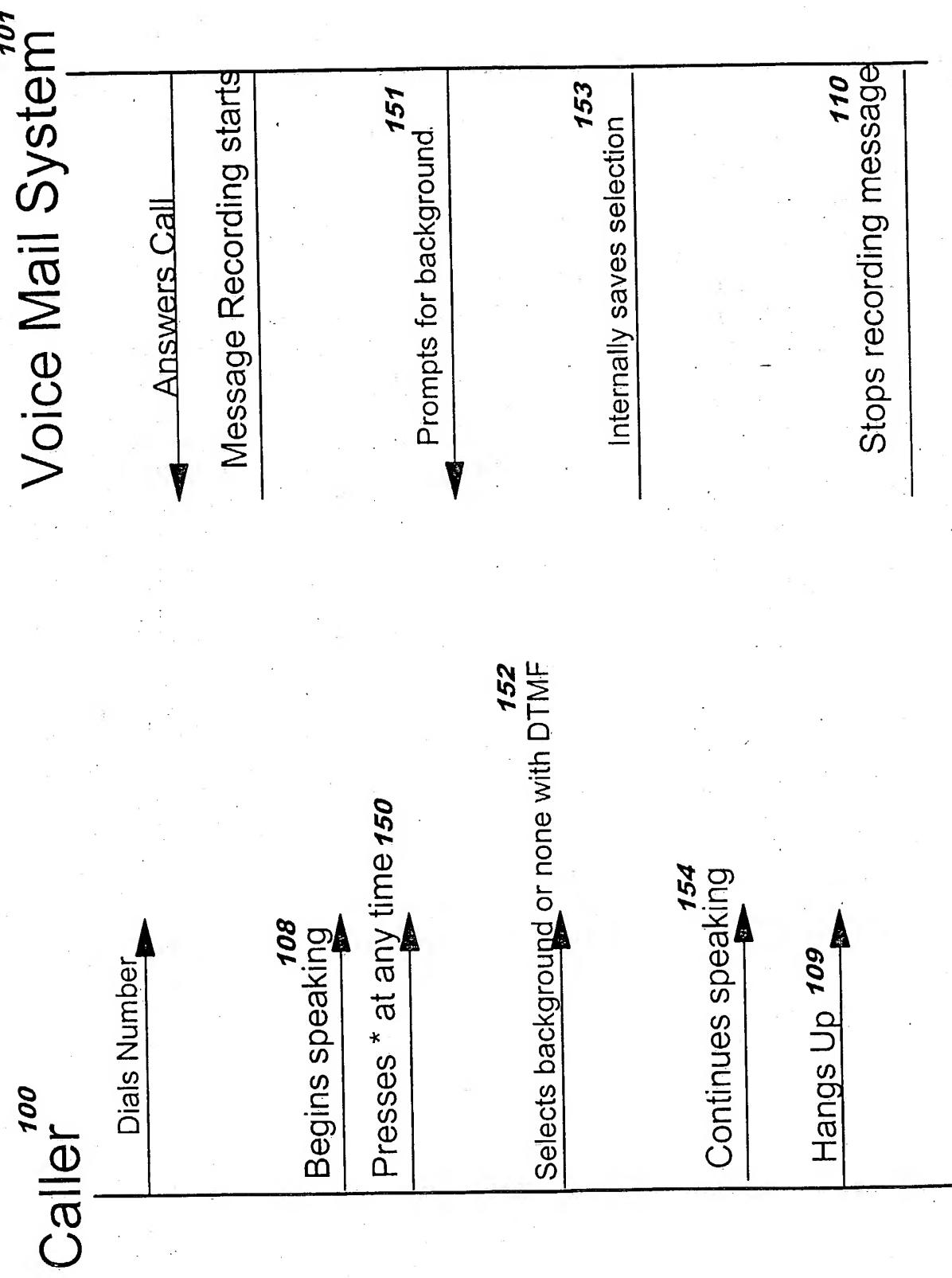


FIG. 1F  
Caller 100  
Voice Mail System 101

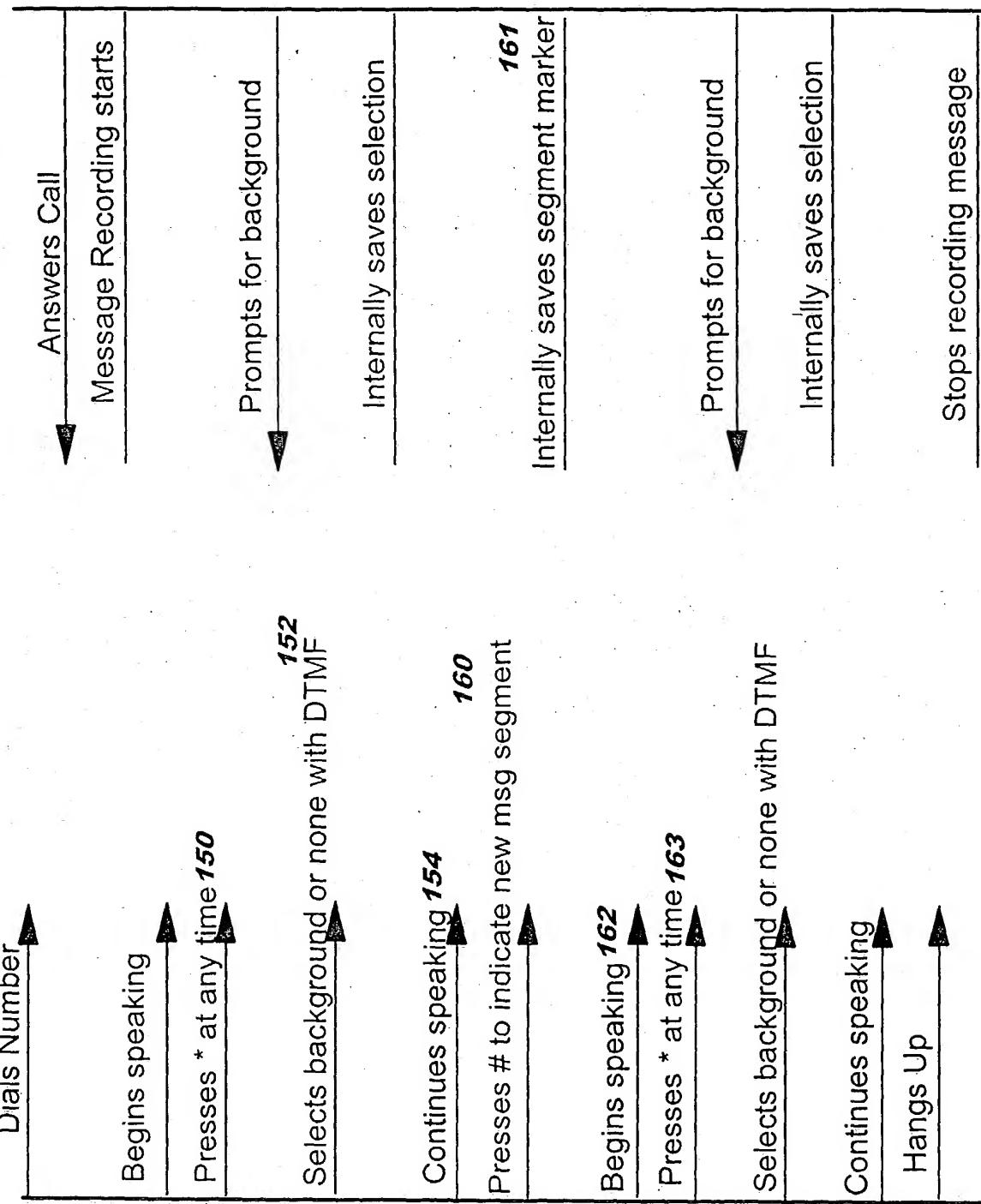


FIG. 2A

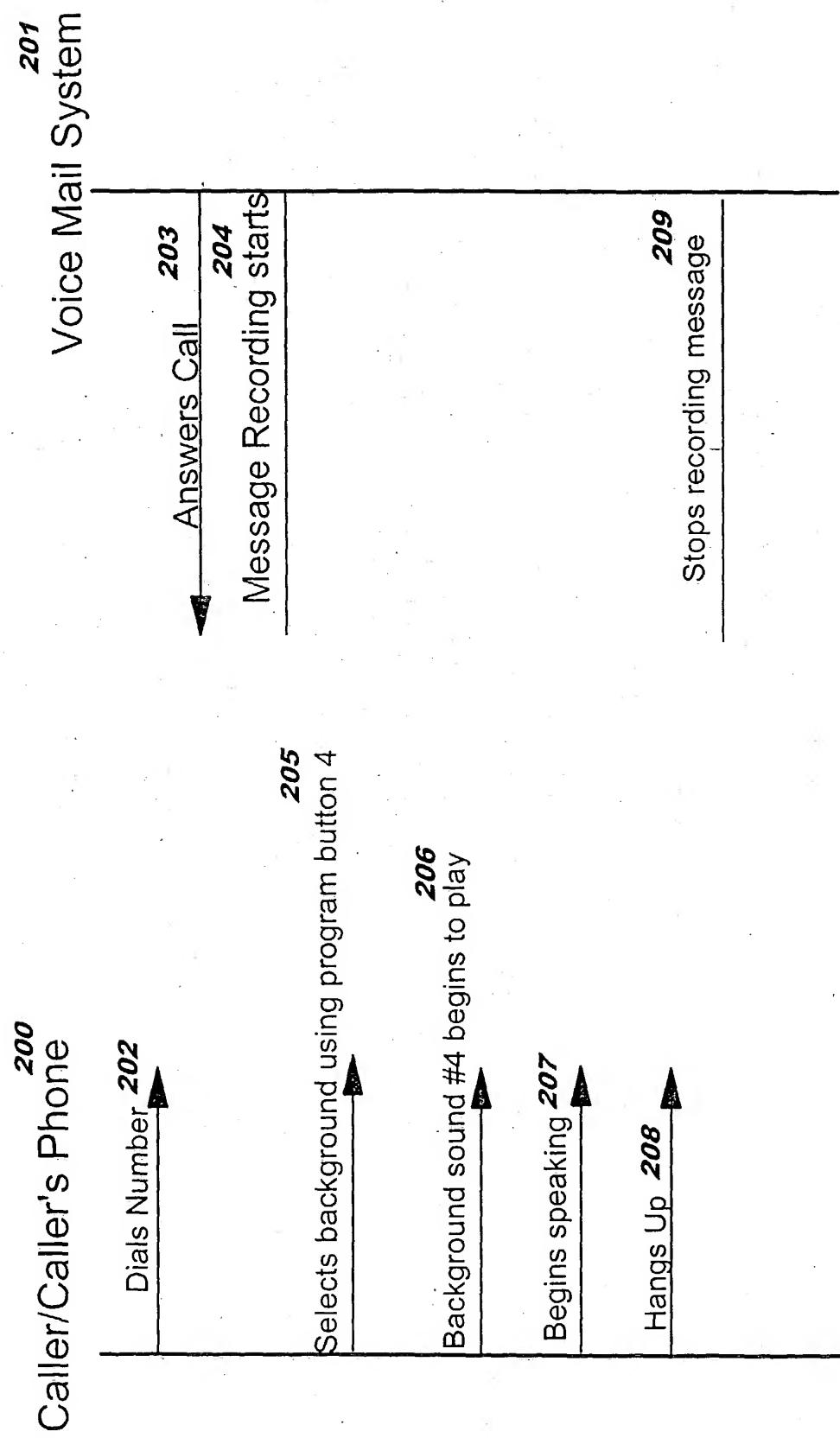


FIG. 2B  
Caller/Caller's Phone **200**      Voice Mail System **201**

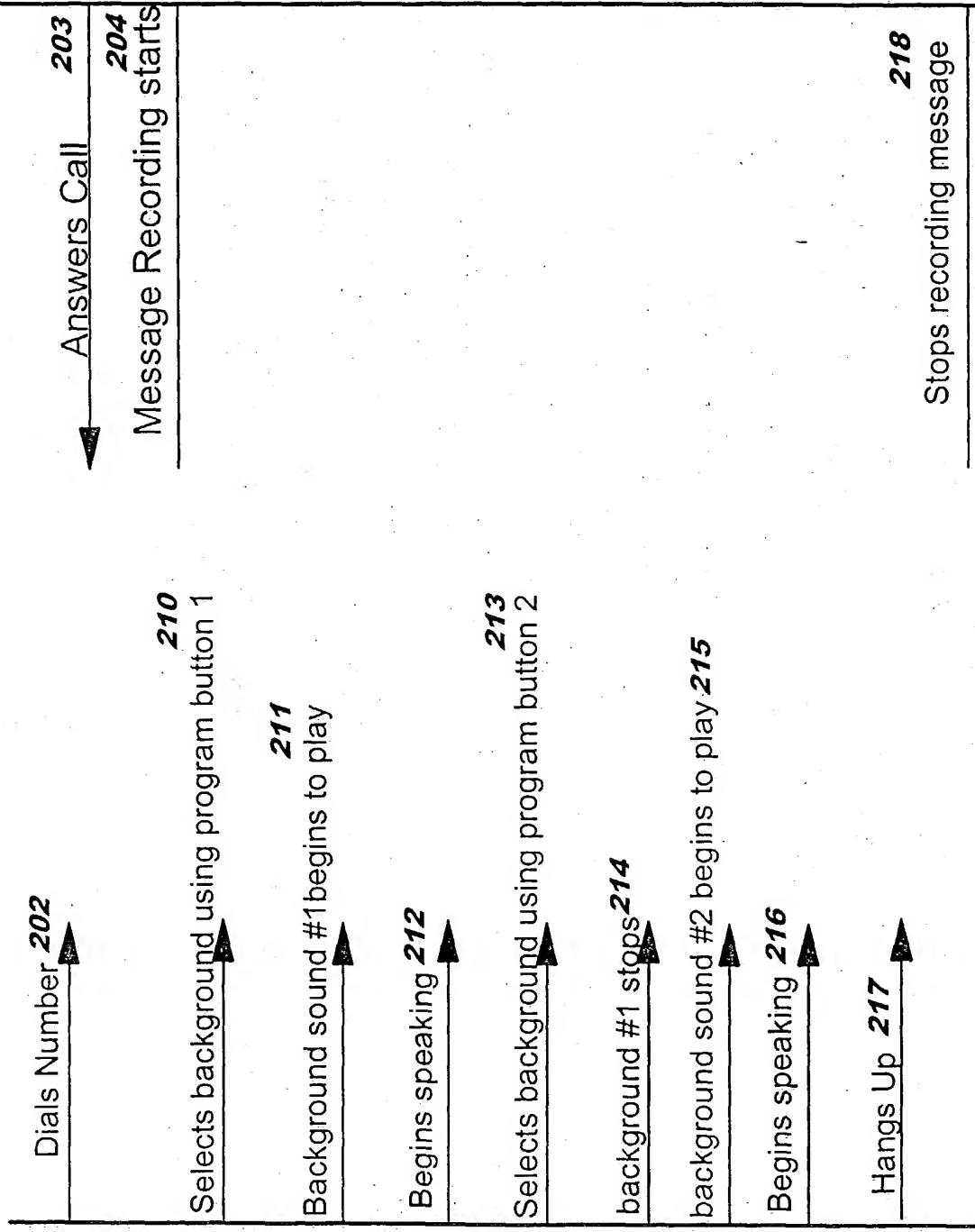


FIG. 2C

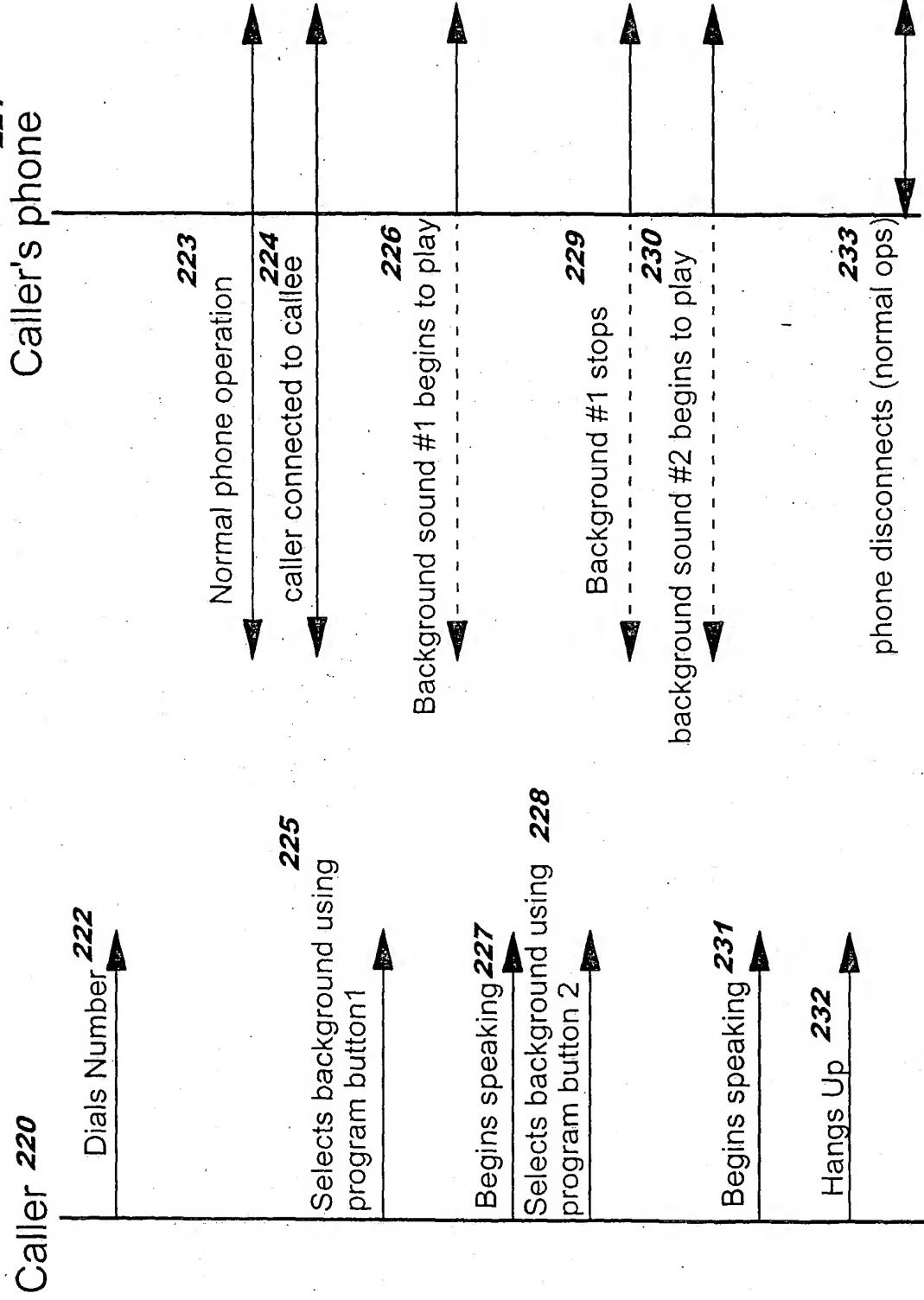


FIG. 3

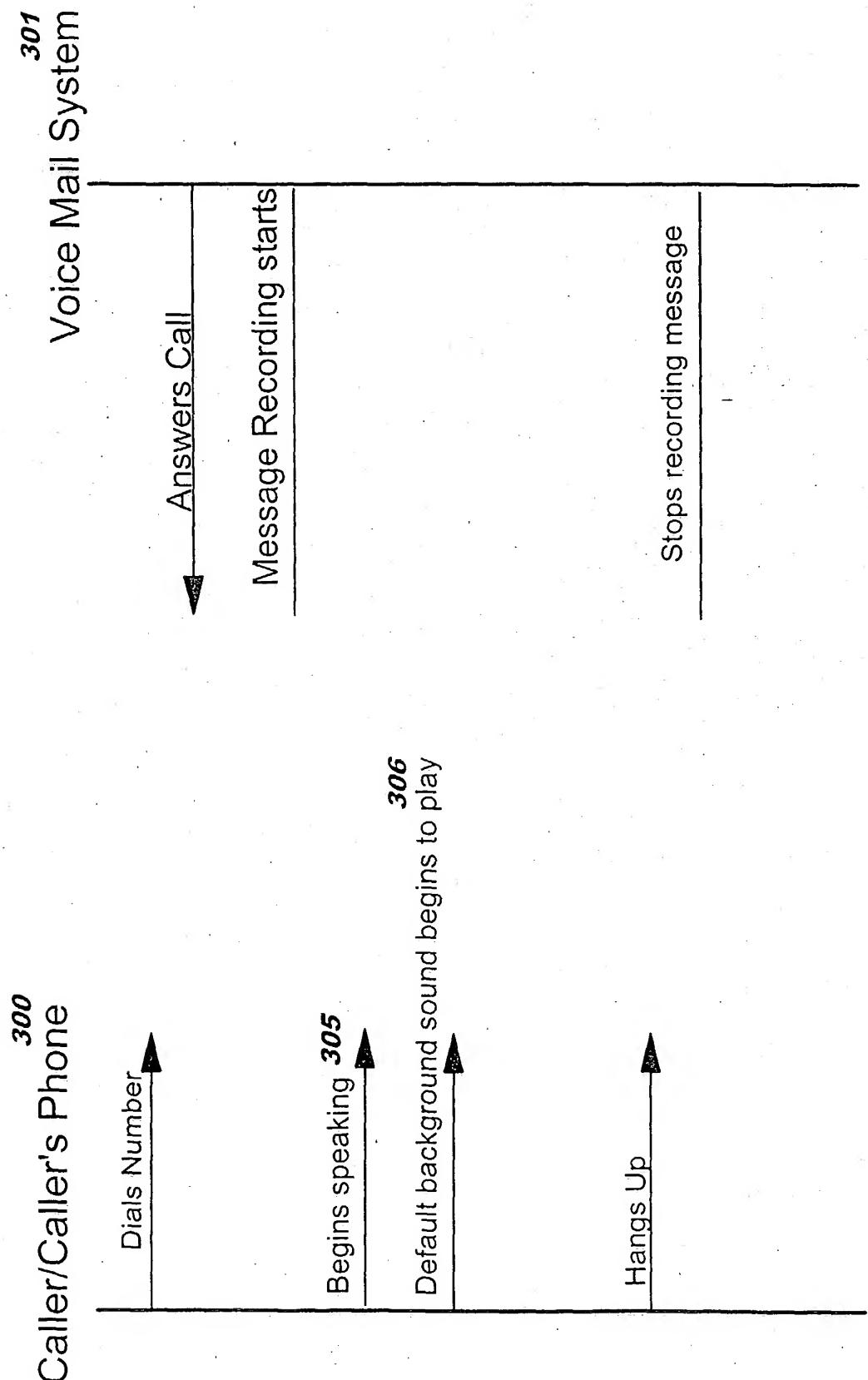


FIG. 4A

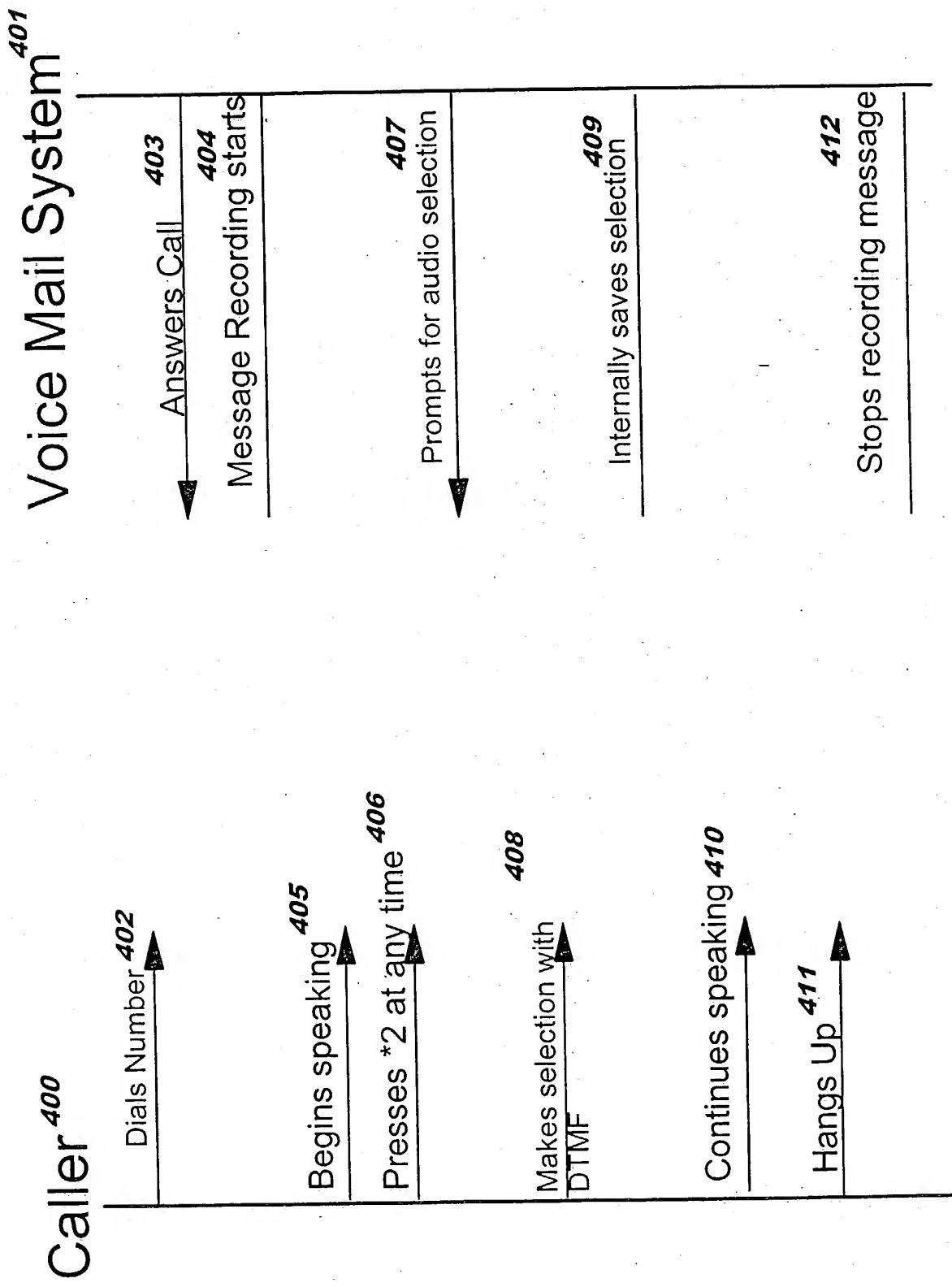


FIG. 4B Caller<sup>400</sup> Voice Mail System<sup>401</sup>

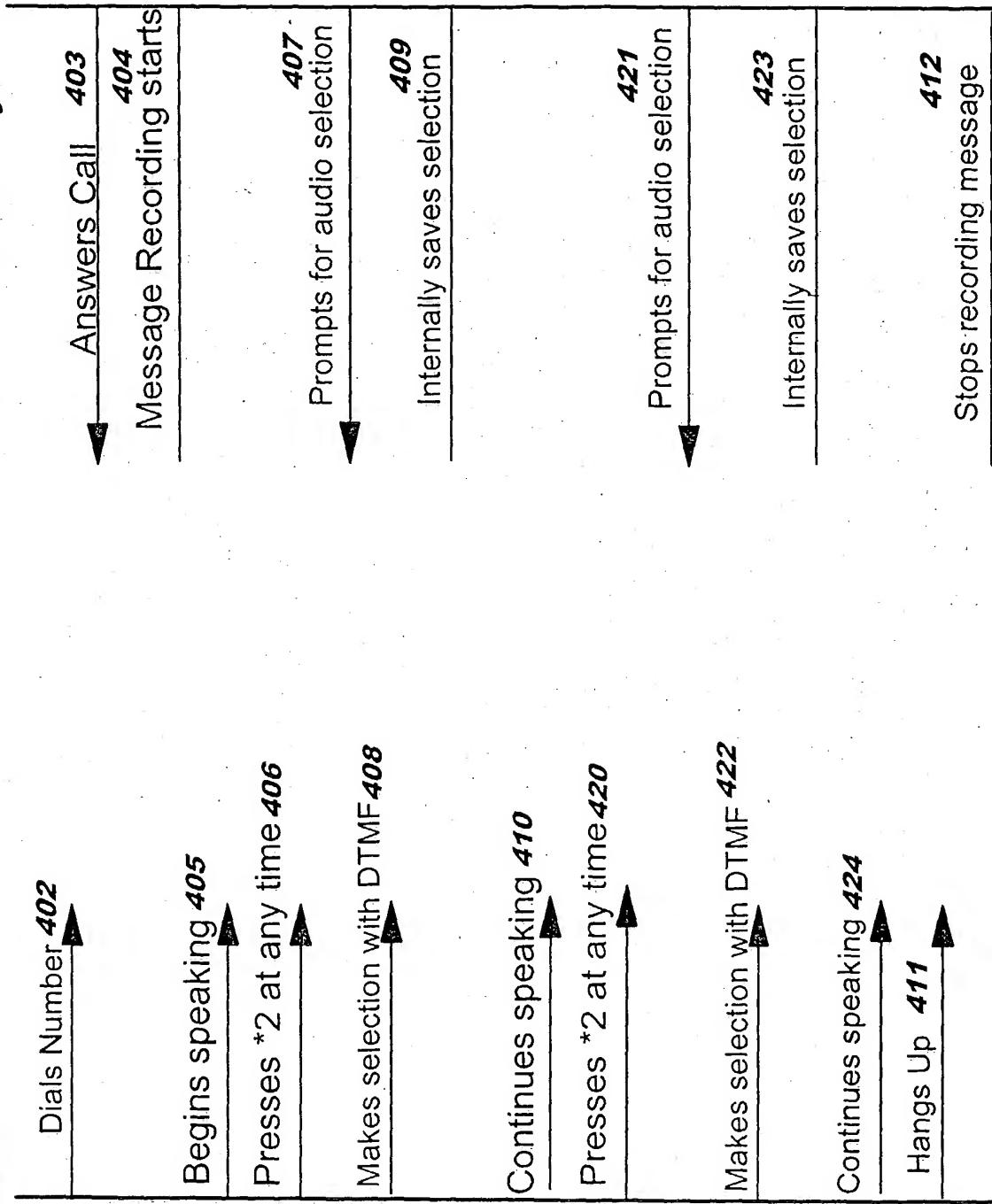


FIG. 5

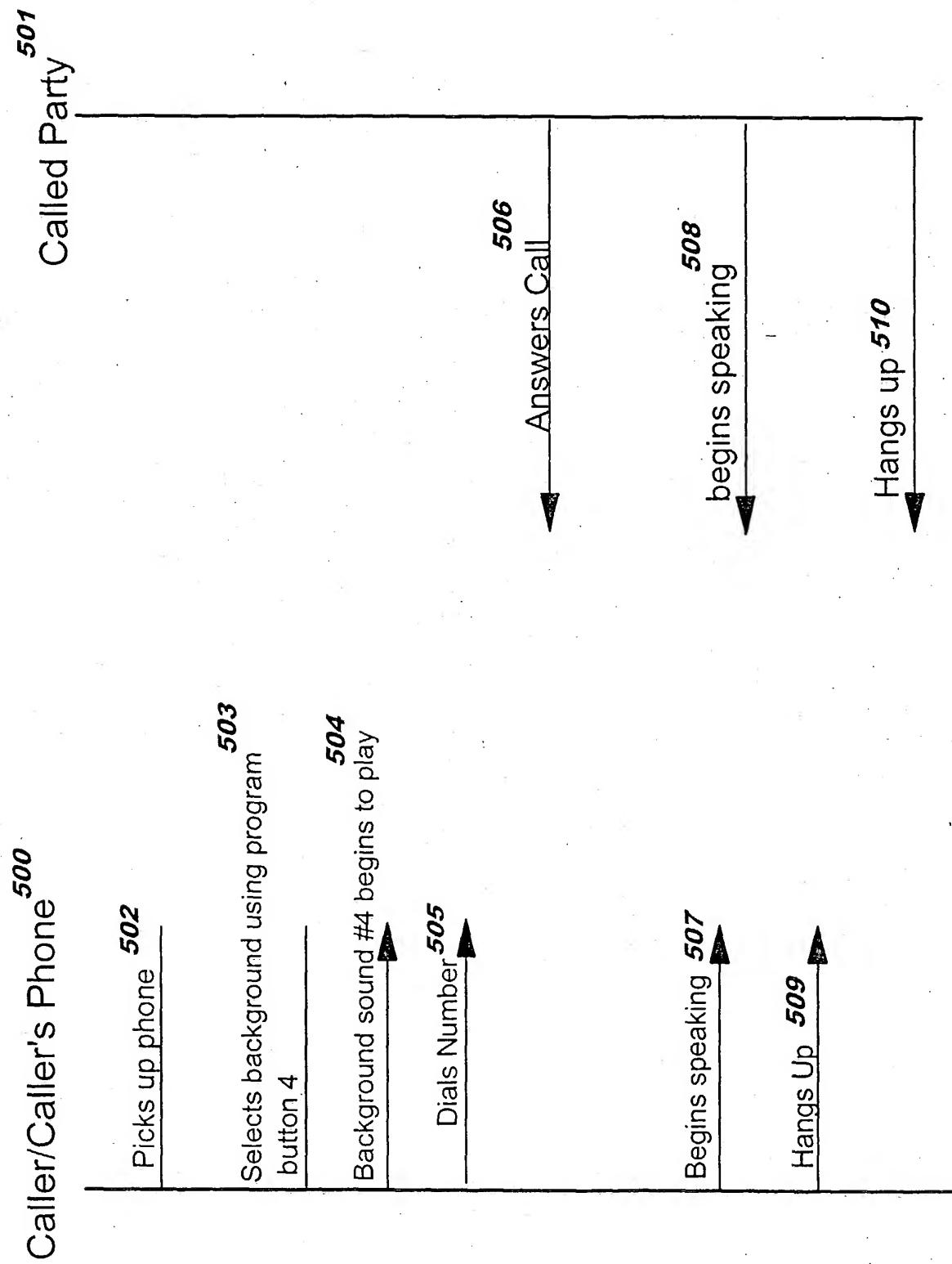


FIG. 6A

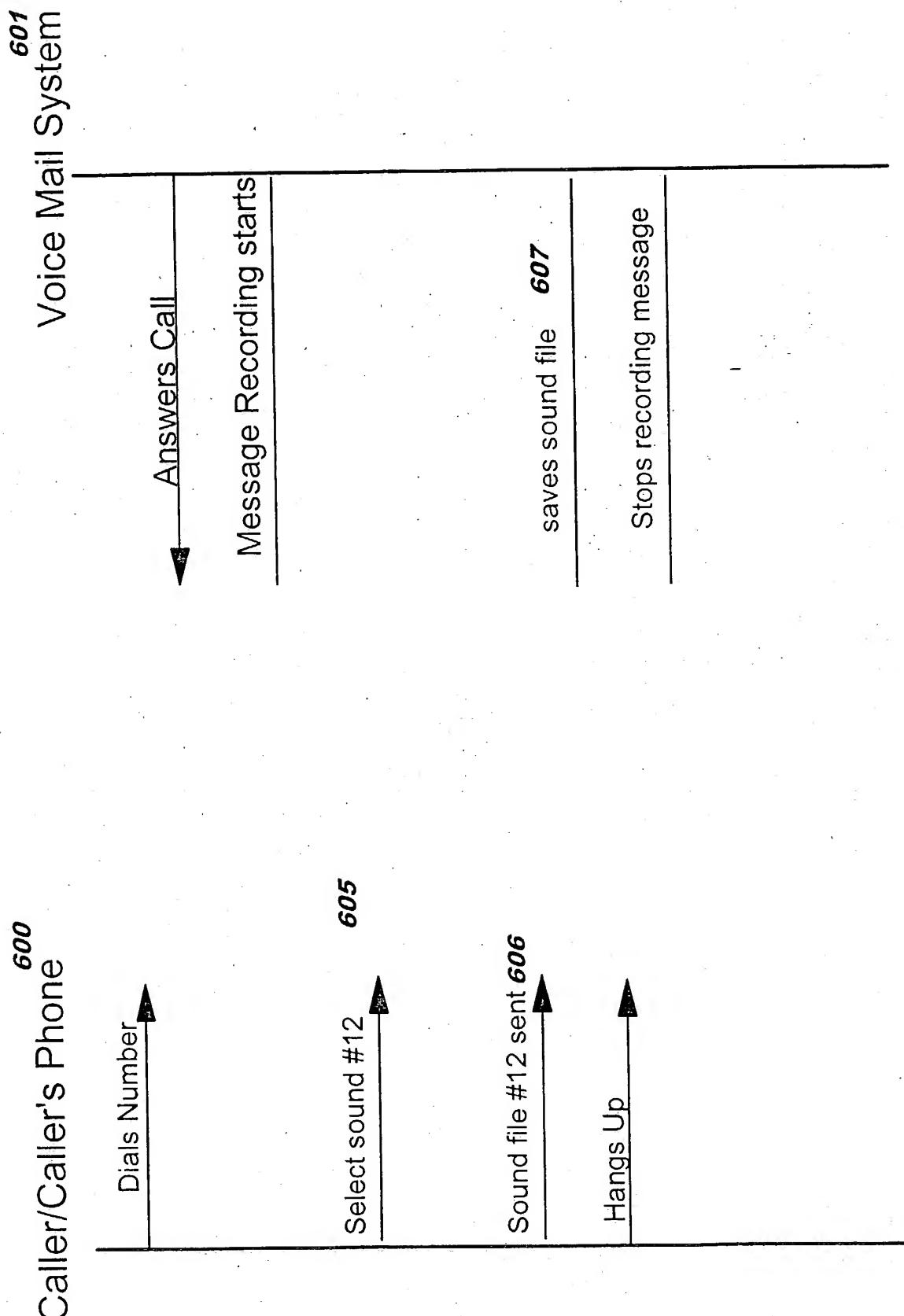


FIG. 6B

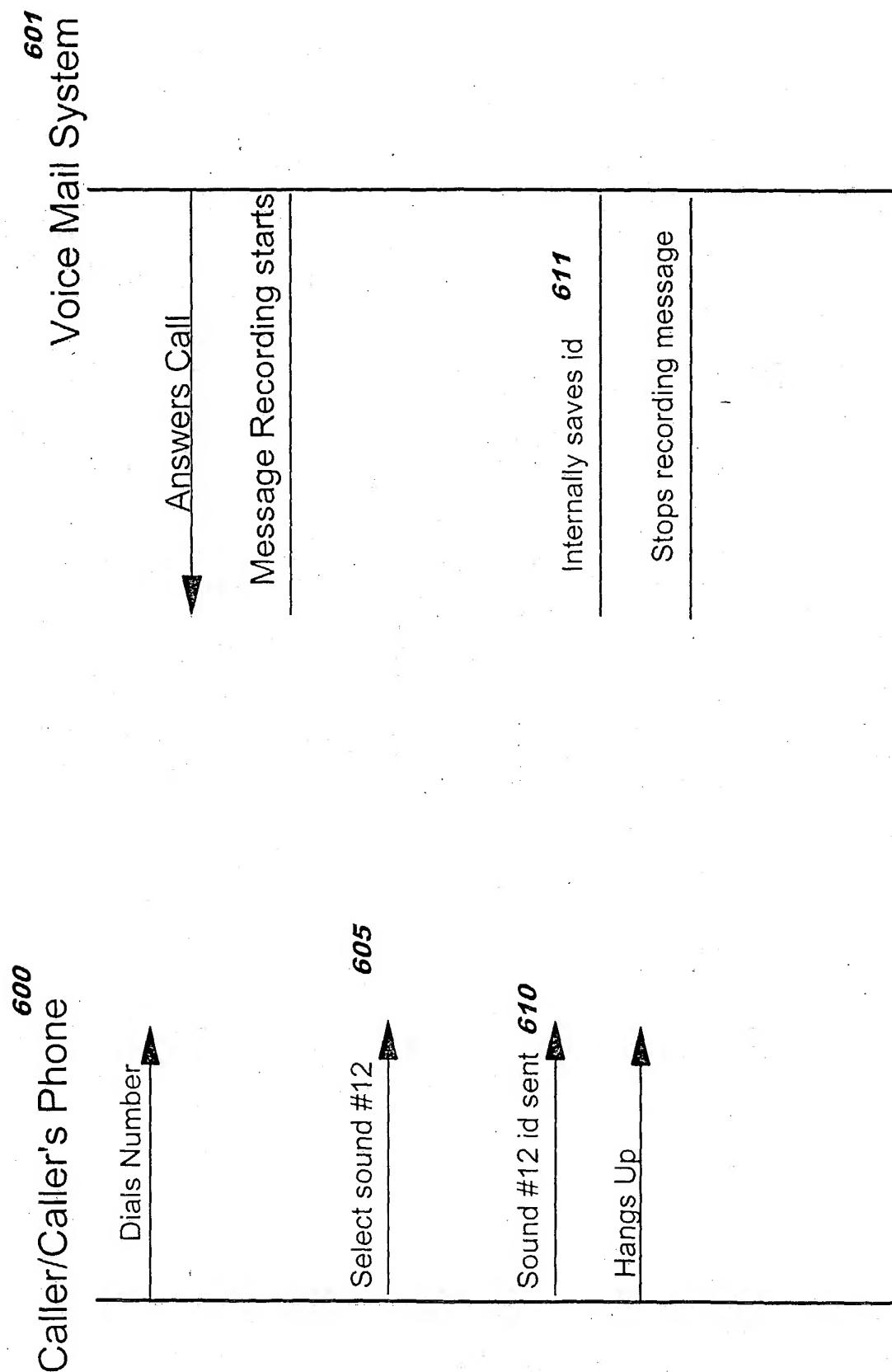


FIG. 7A

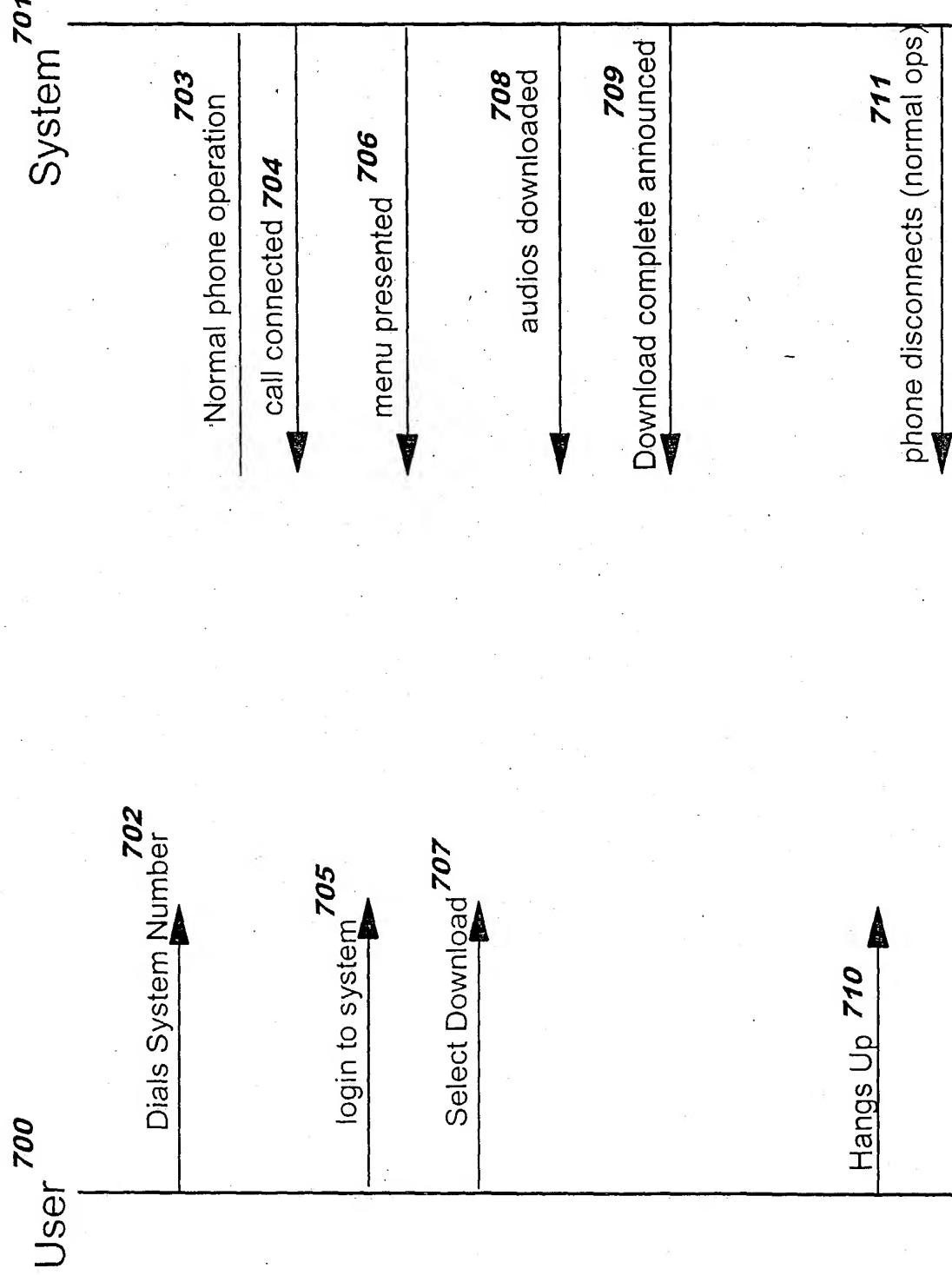


FIG. 7B

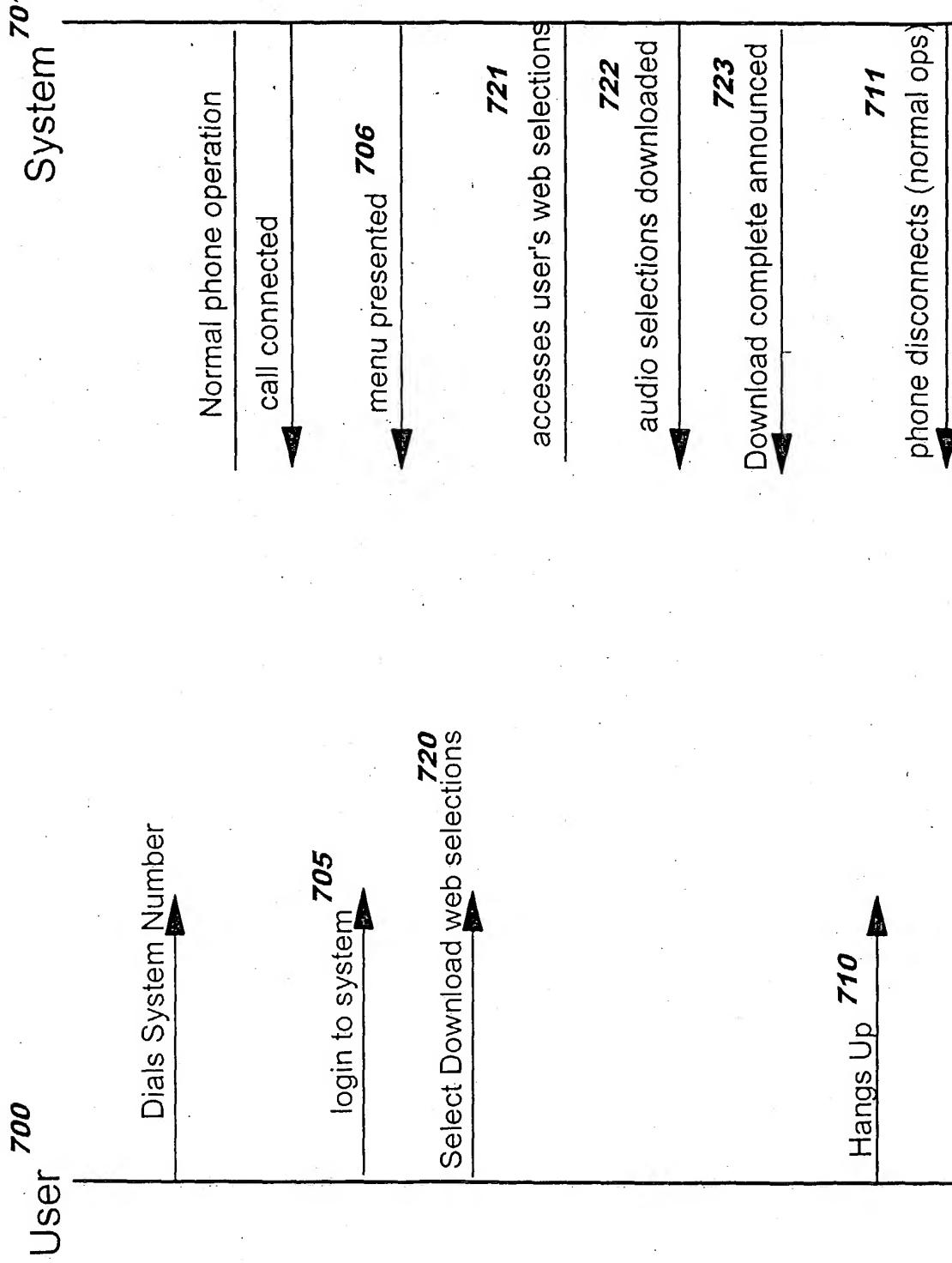


FIG. 8

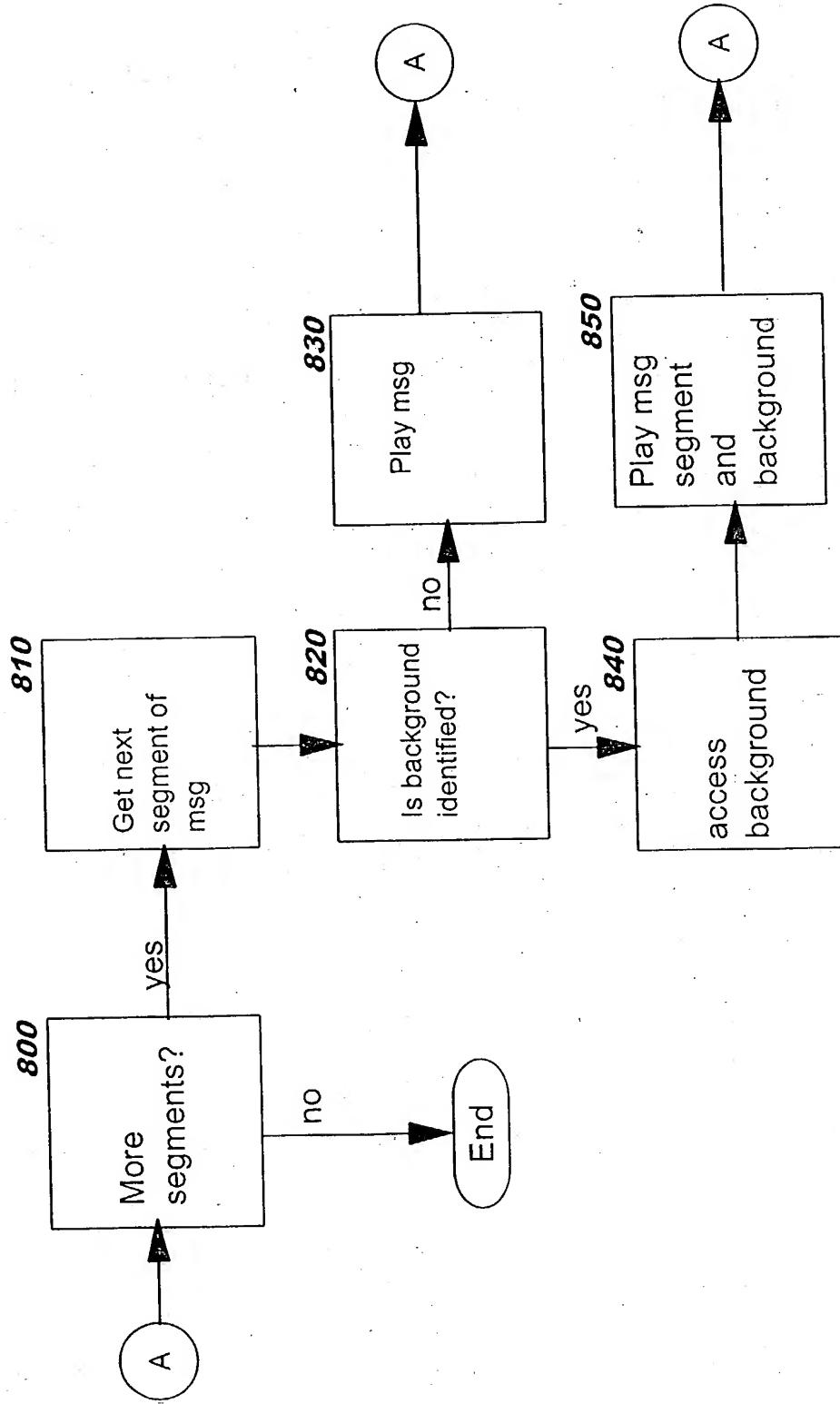


FIG. 9A

**Message Segment Data Structure 900**

Message segment number  
Background selection number  
User message

**Example code:**

#define MAX\_NUM\_VOICE\_SEGMENTS 500

Struct msg\_struct 920

```
{  
    Int segment_number; /* this field is not necessarily required */  
    Int background_selection_number;  
    FILE *msg; /* could be a .wav file */  
}
```

Struct msg\_struct voice\_msg[MAX\_NUM\_VOICE\_SEGMENTS] 930

## FIG. 9B

### Message Segment Data Structure **940**

Message segment number  
Selection type  
Selection number  
User message (only valid if selection type is not an audio file)

### Example code:

**950**

```
#define MAX_NUM_VOICE_SEGMENTS 500
```

### Struct msg\_struct **960**

```
{  
    Int segment_number; /* this field is not necessarily required */  
    int selection_type; /* this is 1 = background, 2 = audio file */  
    Int selection_number;  
    FILE *msg; /* could be a .wav file - will be null for audio file */  
}
```

```
Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS] 970
```